

classes depending on the movement of the gesture, and associate each of the classes with one of the keys of the virtual keyboard.

8. (Twice Amended) The method for producing a textual output in which a user makes typing like gestures without the presence of a keyboard and the gestures are associated with the most probable keys that would be typed if a keyboard were presented, said method including the steps of using a computer system to map gestures to keys of a virtual keyboard, including the step of running processes on the computer to capture gesture images, to classify each gesture image into one of a plurality of classes depending on the movement of the gesture, and to associate each of the classes with one of the keys of the virtual keyboard.

10. (Twice Amended) A method of typing using a virtual keyboard having a multitude of virtual keys, comprising the steps:

making typing gestures without any real keyboard;

sensing the typing gestures; and

producing, from the sensed typing gestures, gesture associated textual output

including the step of running processes on a computer to capture gesture images, classify each gesture image into one of a plurality of classes to classify each gesture image into one of a plurality of, and to associate each of the classes with one of the virtual keys of the virtual keyboard.

17. (Twice Amended) A typing system using a virtual keyboard, comprising means for sensing typing gestures made without any real keyboard; and